

AMENDMENT TO THE CLAIMS**Claims pending**

- At time of the Action: Claims 1-4, 6, 10-20, 22-23, 25-28, 30, and 32.
- After this Response: Claims 1-4, 6, 10-20, 22-23, 25-28, 30, and 32.

Canceled or Withdrawn claims: 5, 7-9, 21, 24, 29, and 31**Amended claims:** 1, 12, 14, 23, 28, 30, and 32.**New claims:** None**1. (Currently Amended) A method comprising:**

designing a distributed computer system at least in part by representing hardware and software resources of a-the distributed computer system as model components to be included in a design for the distributed computer system, wherein the model components are selected from a group comprising:

a module that is representative of a behavior of the an application that is implemented using the hardware and software resources and is to be implemented by the distributed computer system under design;

a port that is representative of a service access point for the module; and

a wire that is representative of an allowable communication connection between two or more ports; and

forming, from the model components included in the design, a logical scale-independent model of an-the application to be implemented by the distributed computer system under design.

1 2. **(Original)** A method as recited in claim 1, wherein each model
2 component represents one or more similar resources.

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4 3. **(Original)** A method as recited in claim 1, wherein each model
5 component is depicted in a graphical user interface as a graphical icon.

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7 4. **(Original)** A method as recited in claim 1, wherein the model
8 components have an associated schema that specifies the hardware and software
9 resources represented by the model components.

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11 5. **(Canceled)**

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13 6. **(Previously Presented)** A method as recited in claim 1, wherein the
14 group of the model components further comprises a store that is representative of
15 persistent data storage.

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17 7. **(Canceled)**

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19 8. **(Canceled)**

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21 9. **(Canceled)**

1 10. **(Previously Presented)** A method as recited in claim 1, wherein the
2 group of the model components further comprises at least one of:

3 a store that is representative of persistent data storage;
4 an event source that is representative of a logical connection point for the
5 module or the store from which event messages originate;

6 an event sink that is representative of a logical connection point for the
7 module or the store to receive the event messages; and

8 an event wire that is representative of an interconnection between the event
9 source and the event sink.

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11 11. **(Original)** A method as recited in claim 1, further comprising
12 storing the scale-independent model on a computer-readable medium.

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14 12. **(Currently Amended)** A method as recited in claim 1, further
15 comprising converting the scale-independent model into a blueprint of ~~the~~a server
16 data center, the blueprint specifying the hardware and software resources used to
17 physically implement the application.

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19 13. **(Original)** A computer-readable medium storing computer-
20 executable instructions that, when executed on a computer, perform the method of
21 claim 1.

1 14. **(Currently Amended)** A method comprising:

2 designing a distributed computer system at least in part by:

3 defining individual model components as abstract functional
4 operations that are physically implemented by one or more computers to be
5 included in a design of the distributed computer system and one or more
6 software programs executing on the computers, the model components
7 having an associated schema dictating how the functional operations are
8 specified;

9 interconnecting the model components to logically connect the
10 functional operations; and

11 generating a scale-independent application from the interconnected
12 model components and the associated schema; and

13 converting the scale-independent application into a blueprint that
14 specifies the computers and the software programs used to physically
15 implement the application.

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17 15. **(Original)** A method as recited in claim 14, wherein each model
18 component is depicted in a graphical user interface as a graphical icon.

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20 16. **(Original)** A method as recited in claim 14, wherein the defining
21 comprises entering, via a user interface, a description of elements needed to
22 implement the functional operations.

1 17. **(Previously Presented)** A method as recited in claim 14, wherein
2 each model component represents a set of resources provided by the computers
3 and the software programs, the resources being scalable from one to many.

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5 18. **(Original)** A method as recited in claim 14, wherein the model
6 components are selected from a group comprising:

7 a module that is representative of a behavior of the application;
8 a port that is representative of a communication access point for the
9 module; and
10 a wire that is representative of an interconnection between two or more
11 ports.

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13 19. **(Original)** A method as recited in claim 18, wherein the group of the
14 model components further comprises:

15 a store that is representative of persistent data storage;
16 an event source that is representative of a logical connection point for the
17 module or the store from which event messages originate;
18 an event sink that is representative of a logical connection point for the
19 module or the store to receive the event messages; and
20 an event wire that is representative of an interconnection between the event
21 source and the event sink.

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23 20. **(Original)** A method as recited in claim 14, further comprising
24 storing the application on a computer-readable medium.

1 21. (Canceled)

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3 22. (Original) A computer-readable medium storing computer-
4 executable instructions that, when executed on a computer, perform the method of
5 claim 14.

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7 23. (Currently Amended) A method comprising:
8 designing a distributed computer system at least in part by representing
9 hardware and software resources of a the distributed computer system as model
10 components to be included in a design for the distributed computer system,
11 wherein the model components are selected from a group comprising:

12 a module that is representative of a behavior of an application that is
13 implemented using the hardware and software resources and is to be
14 implemented by the distributed computer system under design;

15 a port that is representative of a communication access point for the
16 module; and

17 a wire that is representative of an interconnection between two or
18 more ports; and

19 associating the model components included in the design with a schema
20 dictating how the hardware and software resources are specified.

21
22 24. (Canceled)

1 25. **(Previously Presented)** A method as recited in claim 23, wherein
2 the group of the model components further comprises:

3 a store that is representative of persistent data storage;
4 an event source that is representative of a logical connection point for the
5 module or the store from which event messages originate;
6 an event sink that is representative of a logical connection point for the
7 module or the store to receive the event messages; and
8 an event wire that is representative of an interconnection between the event
9 source and the event sink.

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11 26. **(Original)** A method as recited in claim 23, further comprising
12 creating a scale-independent application from the model components and the
13 associated schema.

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15 27. **(Original)** A method as recited in claim 26, further comprising
16 converting the scale-independent application into a blueprint that specifies the
17 hardware and software resources used to physically implement the application on
18 the distributed computer system.

1 28. (Currently Amended) A modeling system for designing a
2 distributed computer system, comprising:

3 a set of model components that represent hardware and software resources
4 to be included in a design for the distributed computer system of a-the distributed
5 computer system;

6 a schema associated with the model components that dictate how the
7 resources are specified in the design;

8 a user interface to enable a developer to create a design for an application
9 that is to be implemented by the hardware and software resources by selecting and
10 interconnecting the model components and specifying the functionality of the
11 model components in accordance with the schema; and

12 a converter to convert the application to a blueprint that specifies the
13 hardware and software resources used to physically implement the application on
14 the distributed computer system.

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16 29. (Cancelled)

1 30. (Currently Amended) A computer-readable medium comprising
2 computer-executable instructions that, when executed on one or more processors,
3 direct a computing device to:

4 enable a developer to design a distributed computer system at least in part
5 by representing hardware and software resources of a—the distributed computer
6 system as model components to be included in a design for the distributed
7 computer system;

8 associate the model components with a schema dictating how the hardware
9 and software resources are specified;

10 create an application to be implemented by the distributed computer system
11 by specifying the functionality of the model components in accordance with the
12 schema and interconnecting the model components; and

13 convert the application to a blueprint that specifies the hardware and
14 software resources used to physically implement the application on the distributed
15 computer system.

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17 31. (Canceled)

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1 32. (Currently Amended) A system comprising:

2 means for enabling a developer to design a distributed computer system at
3 least in part by representing hardware and software resources as model
4 components to be included in a design for the distributed computer system;

5 means for specifying how the hardware and software resources represented
6 by the model components are specified; and

7 means for selecting and interconnecting the model components and
8 specifying the functionality of the model components to create an application to be
9 implemented by the distributed computer system under design; and

10 means for converting the application to a blueprint that specifies the
11 hardware and software resources used to physically implement the application on
12 the distributed computer system.

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